

THE
BEST
FROM



NO. 17

NOTES

TO
CHARLES
REINSEL-

Regan

JACK
CHALKIN
1-24-61

BUCK
ROGERS



ITALY WINNING IN BALKANS?

ENGLAND--Fleet-Edinburgh stands.
FRANCE---Army-Yorkshire holds.
Brannan Fleet-North Sea to Helgoland Bight
Fleet-English Channel to North Sea
Fleet-Norwegian Sea S F English Channel to North Sea
Army-Ruhr to Kiel
Army-Holland S A Ruhr to Kiel
Army-Burgundy to Munich
Army-Belgium to Ruhr
Army-Piedmont to Tyrolia
GERMANY--Fleet-Denmark S A Kiel
Koning Fleet-Norway to North Sea
Army-St. Petersburg to Norway
Army-Finland to Sweden
Army-Kiel S A Berlin to Munich
Army-Berlin to Munich
Army-Silesia S A Berlin to Munich
Army-Munich to Bohemia
ITALY---Army-Albania to Serbia
McCallum Army-Budapest S A Albania to Serbia
Fleet-Greece to Bulgaria (SC)
Fleet-Ionian Sea to Greece
Fleet-Tunis to Ionian Sea
Fleet-Adriatic Sea to Venice
Army-Trieste S A Albania to Serbia
TURKEY---Army-Bulgaria S A Serbia
Wells Army-Rumania S A Serbia
Fleet-Aegean Sea to Greece
Army-Serbia S F Aegean to Greece (A-Serbia is Poof!)
Fleet-Constantinople to Aegean Sea
Fleet-Eastern Mediterranean S F Constantinople to Aegean
Fleet-Sevastopol stands. (Not Ordered)

Supply Centers Controlled By:

England-Edi (1) Constant
France-Bre, Par, Mar, Bel, Port, Spa, Liv, Lon, Hol (9) Constant
Germany-Ber, Kiel, Mun, Swa, War, Mos, St. P., Don, Nor (9) Build One
Italy-Ven, Rom, Nap, Tun, Vic, Tri, Bud, Serb, Gre (9) Build Two
Turkey-Smy, Ank, Const, Bul, Sev, Rum (6) Constant

Winter 1906-Builds:

Germany-Build Fleet Berlin
Italy-Builds Army Naples and Army Rome.

Spring 1907 Moves due in my hands by 3 PM, Sat., 22 October 1966:

Subscription: Ten Issues of Big Brother for just one Buck! HURRY!
Big Brother Game #3: Now Forming! Fee is set at \$4.00 if this is
your first game in B.B. Current Players need play at only \$2.00 -

BIG BROTHER is published & edited by that "All American Boy"
Charles W. Reinsel, 120 8th. Ave., Clarion, Pennsylvania-16214.

BIG BROTHER IS WATCHING YOU!

BIG BROTHER GAME #2: FALL 1902: 8 Oct. 1966

RUSSIA & ITALY AWAKEN TO DANGER!

AUSTRIA---Army-Rumania to Ukraina

Zelazny Army-Budapest to Rumania

Army-Galicia to Warsaw

Fleet-Albania to Greece

ENGLAND---Fleet-English Channel to Belgium

MacKenzie Fleet-North Sea S F Eng.Chan. to Belgium

Army ~~Denmark~~ Denmark to Kiel

Fleet-Norway to Sweden (Must Retreat)

FRANCE---Fleet-Mid-Atlantic Ocean to Brest

Birsan Army-Burgundy to Munich

Army-Silesia S A Berlin to Munich (Why?) *Se more*

Army-Picardy S Eng. F Eng.Ch. to Belgium *careful!*

Army-Paris to Burgundy

Army-Marseilles S A Paris to Burgundy

GERMANY---Army-Belgium to Burgundy (Must Retreat)

vonMetzke Fleet-Holland to Belgium

Army-Munich S A Belgium to Burgundy

Army-Kiel to Berlin

ITALY-----Fleet-Tunis to Ionian Sea

Gemignani Army-Naples to Tuscany (How?)

Army-Venice to Tyrolia

Army-Rome to Venice

RUSSIA-----Army-Warsaw to Galicia

Alexander Army-Ukraine S A Warsaw to Galicia (Ret!)

Army-St.Petc. S F Sweden to Norway

Fleet-~~Sw~~ Sweden to Norway

TURKEY---Army-Sevastopol S Aust. A Rum. to Ukr.

Dygert Army-Armenia to Gronks (Fool!)

Fleet-Black Sea S Aust. A Bud. to Rum.

Fleet-Bulgaria(SC) to Berks (Nuts?)

Supply Centers Controlled By:

England: Liv, Lon, Edi, Kie, Ecl (5) Build One

France: Bre, Par, Mar, Spa, For (5) Remove One

Germany: Ber, Hol, Mun (3) Remove One

Italy: Ven, Rom, Nap, Tun (4) Constant

Austria: Vic, Tri, Bud, Serb, Gro, Rum (6) Build Two

Russia: Swe, St.P, War, ~~Den~~ Nor, Mos (5) Could Build One

Turkey: Ank, Const, Smy, Bul, Sev (5) Build One

Neutral: Denmark (1)

German Army Belgium retreat to Ruhr

WINTER

Russian Army Ukraina retreat to Moscow

1902:

English Fleet Norway must send retreat!

Retreat & Builds Due Saturday, 22 October 1966, 3pm.

Memo to Italy & Russia: Airmail & Special Delivery

Letters that arrive a day or two late are wasted!

Sending Special Delivery "Postage Due" is not fast!

Instructions for the Game of Big Brother

1. Except as listed below all of the original rules as published by Games Research Inc. will be followed.
2. A precedent set in a game will be followed throughout said game.
3. No conditional moves are accepted except where asked by the gamesmaster in a specific situation to speed up the game.
4. A. The rule that "A unit ordered to move, even if unsuccessful, still may act as support" is hereby set aside if that attack is ordered to be given by a conveyed army and the convey is actually disrupted.
B. Moreover if the convey is not disrupted, the direction of attack of the conveyed army is regarded as coming from the position of the last conveying fleet, and not from the point of origin of the army.
C. The rule that "A unit ordered to move, even if unsuccessful, may stand off a single unit" is hereby set aside in the one case where an unsuccessful move to a province by a unit that is dislodged by an attack from said province will not stop another unit from following into the province.
5. Any unit attempting to move may be supported only to where it is going. If stood off it no longer has any support.
6. No gamesmaster is expected to resign. If he can publish a game then he can send in moves for this important game.
7. The decisions of this gamesmaster are considered final after two weeks or the next move has passed. However I will attempt to correct errors of my moving.
8. Mechanics of writing orders using the Games Research rulebook except that the following are not valid in this game:
A) Confusing a Fleet for an Army or vice versa.
B) Naming the wrong Province or body of Water.
C) Not naming or giving empire for coast if a Fleet is involved with Spain, St. Petersburg, or Bulgaria.
9. When two or more units are dislodged and ordered to retreat to the same place they cease to exist. Fool!
10. Each player sends in his own moves.
11. A player must tell me the truth. He is expected not to tell other players the truth. (Well hardly ever!)

Rules to be followed by the Gamesmaster in Big Brother: (Cont.)

12. A. Moves will be accepted by mail, telephone, pony express, telegraph, & etc. but any errors in communication will have to stand.
B. All players are expected to furnish the Gamesmaster with his or her correct telephone number.
C. You may change your move, if you desire, by any method in 12-A above - limited only by deadline date time of 3:00 PM E.S.T. and the case of 12-D below.
D. Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game. Once these moves are typed on masters, ready, to run off for Big Brother then any other changes in moves are too late.
13. First player to get control of 18 supply centers OR a majority of the pieces on the board, at any time, wins game.
14. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unordered force which is dislodged, will be annihilated. An unordered retreating force will be removed.
15. If any player misses a total of any three moves the civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other.
16. Any player may, if he wishes, support standing units in the cases of 14. or 15. above.
17. Calhoner's "Coastal Crawl" is legal in Big Brother. Example: F-Portugal to Spain (SC) & F-Spain (NC) to Portugal.
18. In Big Brother we agree that; A means Army, F means Fleet, S means supports, & C means convoys as in rule book.
19. A country may NOT support another country's attack on its own units. (This is meant to read two different ways!)
20. A fleet in a split province may support only the spaces to which it can legally move.
21. When a doubly attacked force is in the space of a conflict which results in a stand-off, the attacked force lives and controls the remains of the war torn province or body of water mixed with the blood of those who did not survive the holocaust.
22. Please do Not call the gamesmaster collect and from now on this gamesmaster may refuse moves that come "postage due!"
23. This gamesmaster believes in "Fair Play" and ethics.
We will NOT: Accept moves after deadlines.
We will NOT: Make moves for players who forget.
We will NOT: Ask others to move for those lazy players.
We will NOT: Help one player with information about another.